EVENT RULES

ALL lowa High School Rules Apply except for the following

Coach Check In:

- The facility will open 30 minutes prior to 1st game.
- Coach must check in team at admissions gate prior to 1st game, you will receive any necessary information there.

Length of Game:

- ALL divisions will play (2) 20 minute halves, Running clock except last 2 minutes of 2nd half, Clock runs if there is a 15 pt. lead in 2nd half at the 2 minute mark
- Mercy Rule Game is called at the 2 minute mark of the 2nd half if a team is up by 20 or more points.
- Halftime will last 2 minutes and Warm Up will last 3-5 minutes.
- 1st and 2nd Overtime will be 1 minute stop clock. 3rd Overtime sudden death/first team to score.

Miscellaneous:

- <u>One Coach</u> may stand unless they receive a technical foul.
- If ejected, that coach will <u>NOT</u> be allowed to coach in next game.
- No warm-up basketballs provided and Home team provides the game ball.
- 1ST-7^h Boys and All Girls teams use 28.5 basketball.
- 8th Boys will use 29.5 basketball
- Regular rules for <u>3rd-8th</u> grade Boys and 4th-8th grade Girls....Example: pressing and zone are legal at any time.
- Free throws are played on the release and 3 point goals **do** count for all ages.
- NO PRESS when up 20 or more points for all ages.
- 1st team listed in Pool Play or on top of the bracket is the HOME TEAM and will wear light jersey.
- HOME team must provide volunteer to do the official scorebook. Have this person ready to go when your team is the HOME team and have them report to the scorer's table.
- Event director has final authority over any disputes.

Special Rules for 2nd grade boys and 3rd grade girls:

- No zone defense, MUST play Man 2 Man defense even when allowed to press.
- 2ND Boys and 3rd Girls pressing ONLY allowed the last 2 minutes of <u>2nd</u> half and <u>OT</u>.
- Stealing is allowed on the pass and dribble throughout the game.
- Games played on 9 foot hoops for 2nd boys and 3rd girls
- 2nd grade boys and 3rd grade girls are allowed to cross the line on free throws.

Timeouts:

- (3) full timeouts per game.
- One full timeout per overtime period, no carry over from previous halves.

Tiebreaker:

- 1. Head to Head (two teams only)
- 2. Point Differential (+,-20 max)
- 3. Points Scored
- 4. Points Allowed

GREAT SPORTSMANSHIP WILL BE ENFORCED! IT IS ABOUT THE KIDS!